

Ted McIlwain

Level Design

Toronto, Ontario Canada
ted.mcilwain@gmail.com
[Portfolio](#) | [LinkedIn](#)
647-992-4322

INTRODUCTION

Level Design Director with 15 years of experience in each stage in production. From making **content** to **directing** teams, I can facilitate design or articulate the feedback needed for getting the team moving. My greatest strengths are in **honesty**, **open mindedness** and **collaboration**. Without these, I would not be able to drive feedback, target audience expectations or improve my personal growth.

EXPERIENCE

Ubisoft Toronto, Toronto

March 2015 - PRESENT

Level Design Director

August 2022 - PRESENT

- Worked with the Creative Director and distilled Level Design pillars for the Level Design Team.
- Contributed in creating the Mission pipelines for production.
- Oversaw onboarding strategies and scheduling.
- Created gyms for early game design prototypes.
- Mentored Level Design team in varied skills and experience.

Associate Level Design Director

July 2020 - July 2022

- Worked with Creative to come up with a vision for assigned Open World Activities (Outposts, Treasure Hunts & Checkpoints)
- Given the opportunity to design the FC6 Checkpoints Activity and oversee it through to ship.
- Consistently reviewed content and provided feedback in a well intentioned and problem oriented way to allow the team to come up with solutions.
- Collaborated with many departments to bring stakeholder ideas and needs to the team and worked out solutions.
- Mentored Level Design team as they navigated production and personal career goals.

SKILLS

Leadership
Vision Guidance
World Building
Level Layout Design
Visual Scripting
Technical minded
Debugging
Problem Solving
Team Building
Project Scoping
C++ (Intermediate)

SOFTWARE

Ubisoft Tools (Dunia, Snowdrop)
Unreal Engine (4&5)
JIRA
Perforce / SVN
Microsoft Office

PROJECTS

@Ubisoft Toronto
Splinter Cell (In Progress)
Far Cry 6
Far Cry 5
Far Cry: Primal

@Digital Extremes
Warframe
Halo 4: DLC (Crimson & Spartan Ops)
Star Trek

Team Lead Level Designer

January 2018 - July 2020

- Mentored & managed Level Design team, many of whom were junior experienced.
- Established a well documented and data driven task structure for the entire Far Cry 6 Open World team.
- Scope assessed the Open World Mandate for Far Cry 6.
- Worked with Direction to establish a vision and pipeline for approving pitched Open World content.
- Performed desk reviews to give feedback and help the team understand the creative vision for the game.

INTERESTS

Raising my children
Cooking
Hockey
Cycling
Golf
Camping

Level Designer

March 2015 - January 2018

- Major focus on layout and combat encounter design with Far Cry Outpost mandates.
 - Collaborated with Art to help drive visual identity for each owned location.
 - Took ownership of many tasks not assigned but determined to bring the quality level up.
 - Mentored fellow Level Designers
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Digital Extremes, London ON

November 2010 - February 2015

Level Designer

- Gained valuable layout design skills making **many** variations of levels for procedural live service game Warframe.
- Took levels from concept to ship, often taking Level Art ownership to 80% complete.
- Experienced AAA production requirements on Halo 4 DLC, while learning on new proprietary tools.

EDUCATION

International Academy of Design & Technology Toronto, ON — *Diploma*

September 2007 - March 2009

Video Game Design and Development Diploma